Artist Statement –

My inspiration for this project comes from the random word that was selected, “game”. I took this word, and used it to blend with my own word, math. So, I took the code that is used to render the object that I chose, and put it with the texture to generate the final picture of the 3d object. This code is shown, with the texture that is folded to create the 3d object.

My creativity comes from the code that I used to render the object, and from the object itself, which I created.

My theme is Math, and for this project it was also blended with Games. So, since math is used to render games, I gave an example of what math is required to render a simple desk drawer in a video game, and for this example, I used a widely known video game, Minecraft.